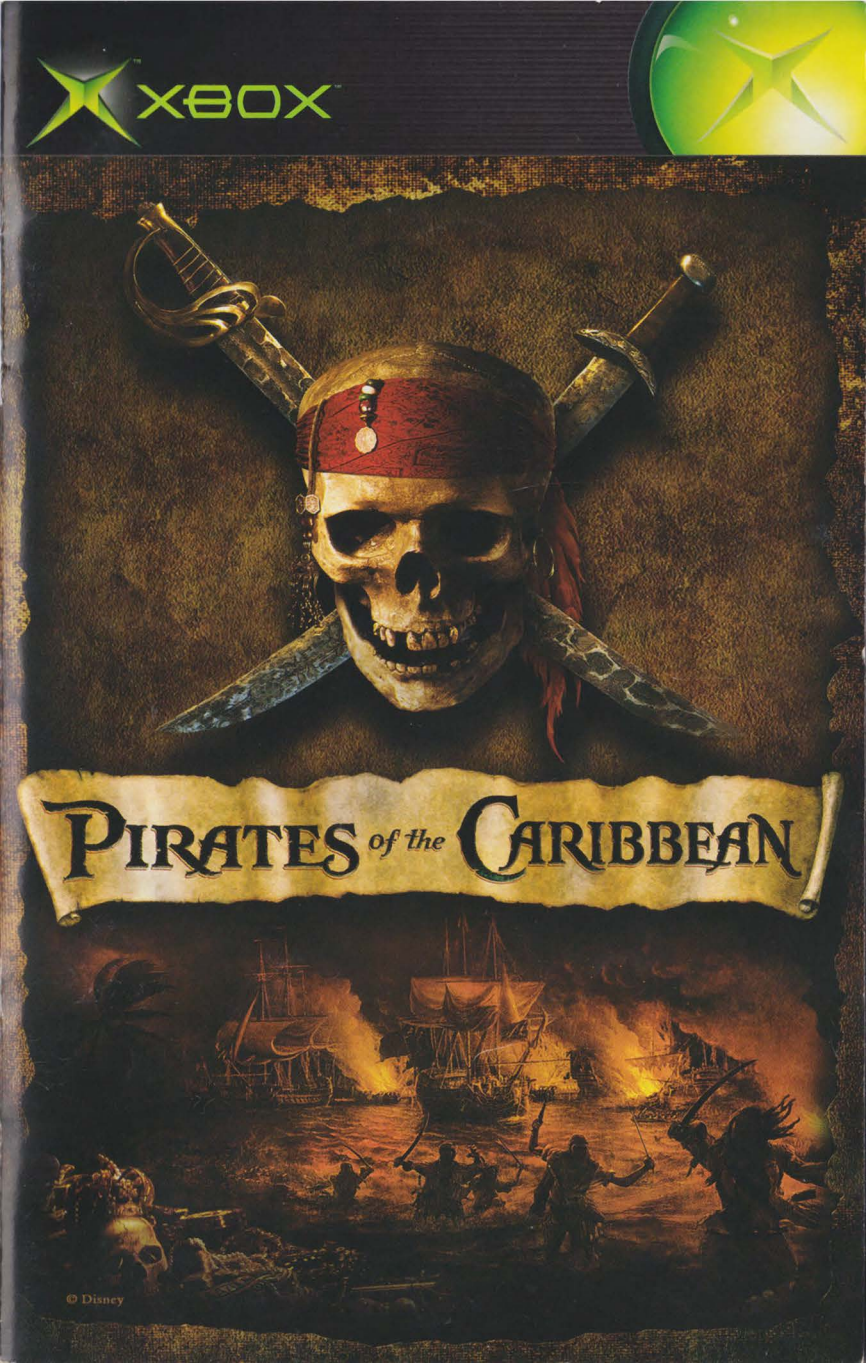
XBOX
PIRATES of the CARIBBEAN
© Disney

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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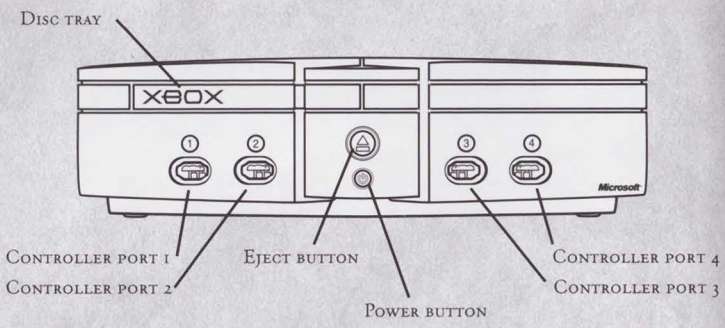
Using the Xbox™ Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Pirates of the Caribbean* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Pirates of the Caribbean*.

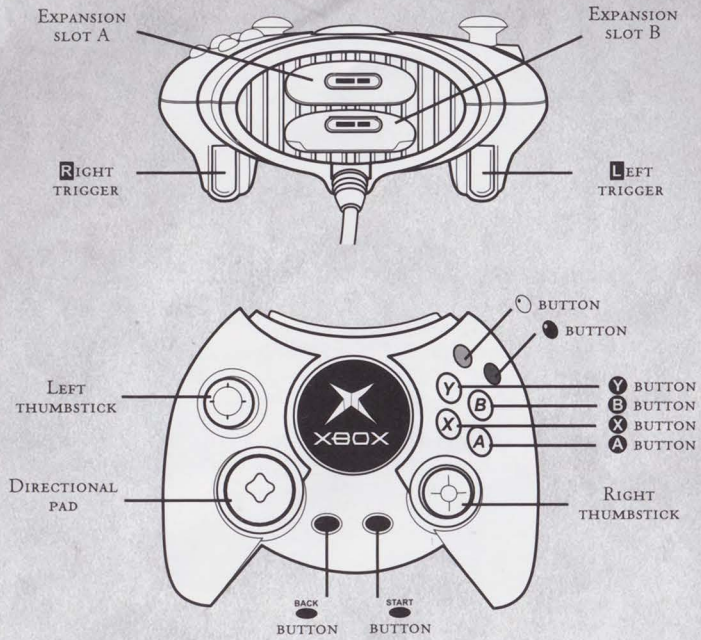


Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox™ Controller

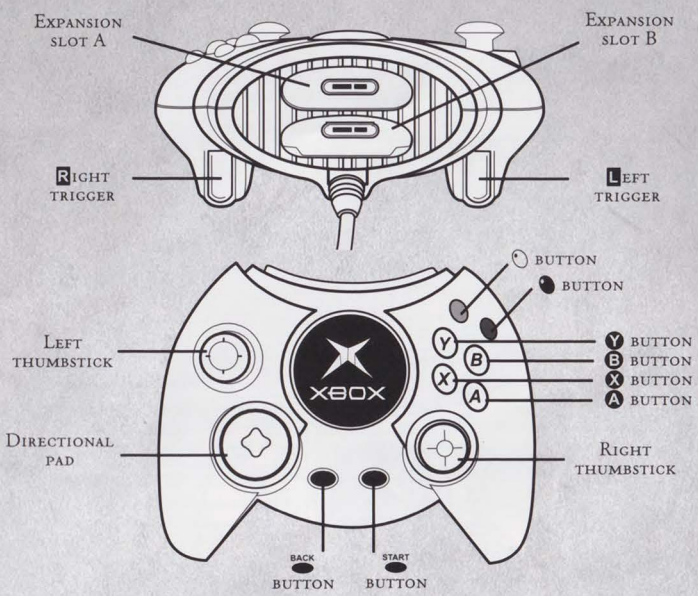


1. Connect the Xbox Controller to any controller port on the front of the Xbox console.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Pirates of the Caribbean*.

Controls



SAILING (1ST PERSON)

LEFT THUMBSTICK	Forward/Backward movement (camera), Left/Right Turn (camera)
RIGHT THUMBSTICK	View Up/Down Turn/Left Right (camera)
DIRECTIONAL PAD	Raise/Lower sails (movement), Left/Right rudder
L TRIGGER	Zoom out with Spyglass
R TRIGGER	Zoom in with Spyglass
BUTTON	Zoom out on local map
BUTTON	Zoom in on local map
RIGHT THUMBSTICK BUTTON	Switch from Third/First person view
X BUTTON	Increase game speed (4X)
Y BUTTON	Open Quick Command Menu
A BUTTON	Fire cannons/Accept
B BUTTON	Open Character screen/Cancel
BACK BUTTON	Cancel
START BUTTON	Open Main Menu

SAILING (3RD PERSON)

RIGHT THUMBSTICK .....View Up/Down Turn/Left Right (camera)
DIRECTIONAL PAD .....Raise/Lower sails (movement),
Left/Right rudder
BUTTON .....Zoom out on local map
BUTTON .....Zoom in on local map
RIGHT THUMBSTICK BUTTON ....Switch from Third/First person view
X BUTTON .....Increase game speed (4X)
Y BUTTON .....Open Quick Command Menu
A BUTTON .....Fire cannons/Accept
B BUTTON .....Open Character screen/Cancel
BACK BUTTON .....Cancel
START BUTTON .....Open Main Menu

LAND (3RD PERSON – DEFAULT FOLLOW MODE)

LEFT THUMBSTICK .....Forward/Backward movement, Left/Right Turn
RIGHT THUMBSTICK .....View Up/Down
L TRIGGER .....Block (when sword drawn)
R TRIGGER .....Fire Pistol (when sword drawn)
LEFT THUMBSTICK BUTTON ....Switch from Third/First person view
X BUTTON .....Draw/Sheath sword
Y BUTTON .....Open Quick Command Menu
A BUTTON .....Activate/Accept/Attack
B BUTTON .....Open Character screen/Cancel, Dodge
BACK BUTTON .....Cancel
START BUTTON .....Open Main Menu

LAND (3RD PERSON – DIRECTIONAL MODE)

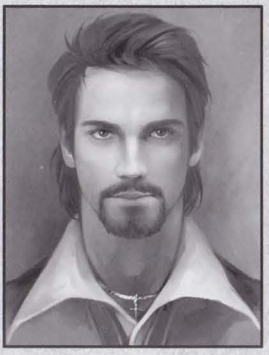
LEFT THUMBSTICK .....Forward/Backward movement,
Left/Right Turn (screen relative)
RIGHT THUMBSTICK .....View Up/Down, orbit character left rights
L TRIGGER .....Block (when sword drawn)
R TRIGGER .....Fire Pistol (when sword drawn)
LEFT THUMBSTICK BUTTON ....Switch from Third/First person view
X BUTTON .....Draw/Sheath sword
Y BUTTON .....Open Quick Command Menu
A BUTTON .....Activate/Accept/Attack
B BUTTON .....Open Character screen/Cancel, Dodge
BACK BUTTON .....Cancel
START BUTTON .....Open Main Menu

Character generation and skill development

Pirates of the Caribbean doesn't make any assumptions as to the type of character you want to play. From the start of the game you will be given the means to mold and shape your character as you see fit.

Pirates gives you experience points to improve skills, which allows you to customize your character to focus on the areas that are most important to you. These choices have a direct bearing on what kind of character you will ultimately become and how other characters in the game react to you.

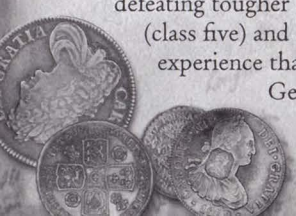
After you have gained enough experience and increased in rank, you can distribute additional skill points to improve a number of skills, or start to specialize in particular skills. You will also gain ability points to distribute.



Experience & Rank

At the beginning of the game, you are a Captain of the 1st Rank. As you gain experience you will advance in rank at predetermined levels. One perk is that higher ranks allow you to command higher-class ships. You will be able to command a new ship class for every two levels you go up in rank. In addition, you'll receive additional skill points that you can distribute however you want.

Experience points are acquired in a number of ways. First of all, you can obtain experience through sea battles and boarding fights. Note that in *Pirates*, experience for combat is calculated in a relative manner. We praise bravery and skill, giving you more experience points for defeating tougher opponents. For example, if you sail a sloop (class five) and sink a frigate (class two), you'll gain much more experience than if you were sailing a frigate and sunk a sloop. Generally speaking, if your ship is smaller than the



enemy's, you earn more experience. This rule also affects boarding. Of course, fighting isn't the only option and you can also gain experience by completing quests and accomplishing other tasks during the game.

Skills

In *Pirates*, your character has 10 skills that can be improved. Each skill has a particular benefit to, and influence on, your gameplay style and the various aspects of interaction within the game. You improve these skills in two ways:

- You can gain enough experience to rise in rank, which earns skill points the player can then assign to a skill.

- You can add passengers to your party whose skills can affect one or more of your skills. Each skill may be raised up to a maximum of 10, but the effect of officers can increase it still further. (see page 13 for more info on passengers and officers).

Leadership

The Leadership skill is important for any captain. It affects the price at which you hire crew and the salary you pay them. High Leadership will also soften the morale hit when not paying your crew their salary. Having high Leadership is also important for hiring better officers and successfully persuading certain game characters to see things your way.

Melee Combat

The art of fighting is very important for any captain, since survival often depends on sword fighting abilities. This skill affects the amount of damage you deal with your blows, as well as your chance of blocking enemy blows and piercing his blocks. The higher this skill, the more damage you will cause when you hit.

Sailing

Sailing affects the maneuverability of your ship and the speed of setting and lowering sails. Since battles and lives are often won or lost based on who can sail faster and turn quicker, this skill can mean life or death for a captain.

Accuracy

This is one of the most important skills, as it determines the accuracy of the cannons. Each point gained in Accuracy increases accuracy by 10 percent. Even an accuracy rating of 30 percent can significantly improve the damage inflicted on an enemy ship.

Cannons

The higher your Cannon skill, the less time it takes your crew to reload your cannons, and the more coordinated their salvo will be. Each point of reloading skill shortens the reloading time by an additional five percent. When cannons reload faster, the captain can spend less time maneuvering and more time shooting. In addition each point in this skill decreases the amount of time between the first and the last cannon shot in a salvo by five percent.

Grappling/Boarding

This skill is important for allowing you to board enemy ships, rather than sink them. Grappling determines the range the crew is able to throw grappling hooks onto an enemy ship before boarding. This can be very important because tacking close to enemy ship is both difficult and dangerous. Each skill point spent for boarding increases the Grappling range by five percent from the base range.

Repair

The Repair skill affects the percentage of your ship's hull and sails that you can repair while at sea, as well as the amount of materials needed to do so. Sailors are not able to repair the ship if the repair skill is at zero. When this skill is raised the crew will be able to repair greater amounts of damage.

Commerce

Commerce represents how good you are at trading and haggling. A high Commerce skill will yield you better prices from the stores and vendors. It also provides you with the financial means to persuade certain game characters to do your bidding. Each point of Commerce skill adjusts the sale price by five percent in your favor when buying or selling.

Defense

The Defense skill represents how good you are at keeping your crew alive under fire. A high Defence skill means lower crew

casualties from hostile fire. Loss of crew in sea combat is reduced by 5 percent for each skill point.

Luck

Being lucky helps you in encounters throughout the game. Being lucky is also useful when gambling and smuggling contraband between islands.

Abilities

Abilities are the application of knowledge in a specialized area. These abilities result in constant effect or single-use boosts to either statistics, or specialized ship elements.

Reputation

In the course of completing quests and accomplishing tasks, you can make enemies or friends. If you kill an ally or betray someone, your reputation will suffer as a result. Not everyone in the world knows of your reputation, or cares, but the crew always knows everything. They will raise a mutiny if you don't have the money to pay them, and they are more likely to mutiny against a hated captain. Also, you will find some folks won't talk to you because of your ill reputation, which is a problem if they have useful information you need.

Ships

The player's ship is a vital asset in the game and is almost as important as the captain. Ships are divided into classes. The ships in the highest class, class one, are the largest ships available and carry the heaviest cannons. At the same time, they are also the least maneuverable. The lowest class of ships, class seven, contains the lightest and most maneuverable ships, but ones that are very lightly armed. At the beginning of the game the player will have a class six ship. As the player achieves higher ranks, they will be able to command higher-class ships.

Crew

Each captain must, of course, have some crewmen to sail the ship. For each ship, there is a minimum and maximum limit for crew. The number for maximum crew indicates the most men that ship can carry. The number for minimum crew indicates the least number of men required to sail the ship adequately. This means that when crewmen are killed or fired and the crew drops below this number, the ship's maneuverability and the reloading speed of your cannons will decrease.

Cannons

Cannons are a ship's only means of attack, other than boarding. The heavier the cannons, the further they can shoot and the more damage they can inflict. Cannons cannot be damaged in combat. The reload times for cannons will vary depending on the skill of your captain, officers, and crew. There are a variety of cannons, differentiated by weight and type. For more on changing the cannons on your ship, see page 18.

Cannon Shells

There are 4 types of cannon shells in the game: Cannonballs, Grapeshot, Knippel, and Bombs. They are very different, both in their usefulness and price.

Cannonballs

Cannonballs are used primarily to smash the hull of a ship and have the maximum range of all types of shot. They are also fairly inexpensive.

Grapeshot

Grapeshot consists of small round lead balls. Used for killing enemy crew, especially when it sweeps the deck, grapeshot has the shortest range. Grapeshot is even cheaper than cannonballs.

Bombs

Bombs are the most expensive type of shells. They are provided with a fuse and a load of gunpowder, and they explode while landing on deck or hitting the hull. They inflict good damage on sails, crew, and hulls.

Knippel

Knippel, also called chain shot, consists of two cast-iron balls fastened together with chain or a bar. Knippel rotates while flying, tangling and ripping sails, destroying the rigging and immobilizing an enemy ship. Knippel are mostly useless against hulls and have an average range.

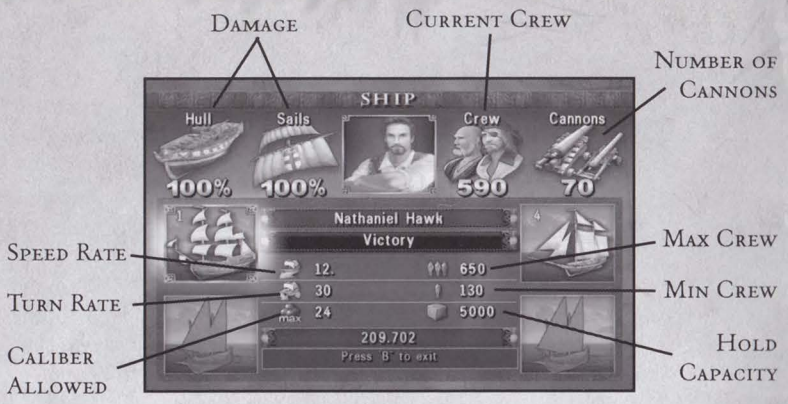
Interface Screens

There are a number of screens that provide game information. The menu that lists these screens can be accessed any time by pressing the Ⓑ BUTTON.

CHARACTER

On the Character screen you can see your current reputation, health, rank, level of experience, how much experience you need to reach the next rank, and your total gold on-hand. You will also use this screen to distribute skill points when you first start a new game, and every time you rise in rank. To do this, simply highlight the skill you want to increase and press the Ⓐ BUTTON. Once you assign a skill point to a skill, it cannot be undone, so choose carefully. For more information on Skills and what they do, see page 7.

You can also add new abilities by highlighting the Abilities box and pressing the Ⓐ BUTTON. From this screen you can select the ability you want to add or get more information on, and press the Ⓐ BUTTON. You'll see information on what the ability does, any prerequisite abilities, and the option to add this ability or return to the list.



SHIP

This screen provides quick info on the current state of every facet of your ship. If you have any ships companion or allied ships sailing with you, you'll be able to see this information for these ships as well by highlighting them and pressing the Ⓐ BUTTON.

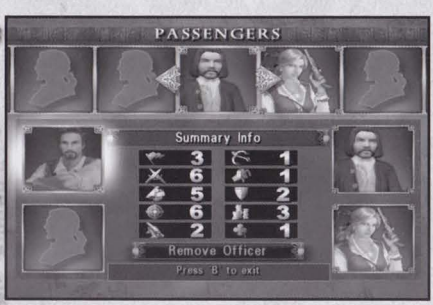
SPEED RATE	The maximum speed of the ship measured in knots.
TURN RATE	The maneuverability of the ship. This characteristic is a comparative one and is not measurable in units.
MAX CREW	The maximum number of crewmen a ship can carry.
MIN CREW	The minimum number of crewmen needed to sail the ship with maximum maneuverability, and reload the cannons without time penalties.
CURRENT CREW	Number of crewmen currently on board.
HOLD CAPACITY	The maximum weight that can be loaded on the ship, measured in hundredweights.
CALIBER ALLOWED	The caliber of cannons that can be placed on this ship.
NUMBER OF CANNONS	On one board (side), and at your stern, separately.
DAMAGE	The percent of the hull and rigging damaged, measured in both percent and hit points

You can view info skills of the captain of each ship by highlighting the ship and pressing the Ⓐ BUTTON. Pressing the Ⓐ BUTTON again while

the captain is selected will highlight the ship name, and pressing the Ⓐ BUTTON again will bring up a virtual keyboard that you can use to change the name of the ship.

CARGO HOLD

This allows you to view what's in the cargo hold of your ship, as well as any other ships sailing as part of your convoy. Press the Ⓐ BUTTON to access the cargo of the highlighted ship, and scroll left/right through the cargo by using the DIRECTIONAL PAD. When highlighting an item in the cargo, press the Ⓐ BUTTON to have the option to view additional information about that item or to discard some or all of that item from cargo. You can Discard items from the cargo of a companion ship, but this option will not be available for an allied ship. To leave the cargo window for a ship and go back to the ship selection window for Ship Cargo, press the Ⓑ BUTTON.

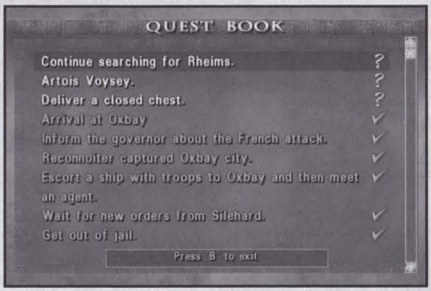


PASSENGERS

Throughout the game you'll find characters that wish to join you on your way. These may be people you find and talk to in towns, or characters you take with you as part of a quest. You can take up to eight total passengers onboard your ship at once. You can choose three of your passengers to serve as officers in your party. Once set as officers, these characters will enhance your skills, accompany you on land, and even fight alongside you. Officers receive experience just like you do, so you will be able to manage their progress as the game goes along.

When a character is added to your passenger list, they'll appear in the top portion of the Passenger screen. To add them as an officer,

highlight the available space for an officer and press the Ⓐ BUTTON. Then, select the portrait of the passenger you want to fill that slot and press the Ⓐ BUTTON again. To remove an officer from your party and put them back in your passenger list, select their portrait in the officer slot and press the Ⓐ BUTTON. Then highlight the Remove Officer option at the bottom of the screen by pressing down on the DIRECTIONAL PAD and press the Ⓐ BUTTON again. Some characters are assigned to your party as part of a quest and cannot be removed in this manner. They'll be removed at the completion of a quest, when they die, or through dialog.

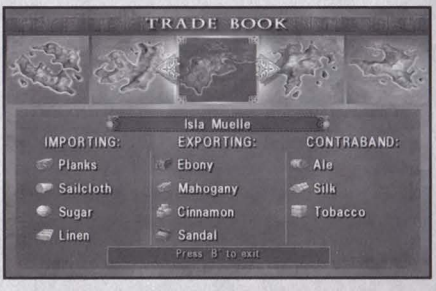


QUEST BOOK

The Quest Book keeps track of any quests you've accepted, and any progress you've made or information you've gathered on those quests. Incomplete quests will appear at the top of the list with a question mark next to them, completed quests will appear below them and will have a check mark next to them. You can see what information you've gathered on any given quest by highlighting it and pressing the Ⓐ BUTTON. Press the Ⓑ BUTTON to go back to the list of quests.

TRADE LOG

This screen will list Import, Export, and Contraband goods for any island you have visited. This allows you quick access to information on where you can find needed goods cheaply, or sell off some goods you have on hand for a high price.



Contraband doesn't have a direct affect on you but trading in contraband items (especially at lower reputations and skill levels) can get you killed. Contraband items are not available in stores of the islands. To sell those goods on the island you will have to locate a smuggler (in the tavern). Once you find a smuggler, they will offer to set up an exchange at one of the island's discreet shorelines. If you sail to the shoreline and moor, you will go ashore and meet the smuggler agents. They'll offer you a price per each item of contraband (this is handled through dialog.). If you refuse their price they may turn hostile and attempt to kill you.

RELATIONS

Here you can see the status of your relations with all six powers in the Caribbean. A crossed pistol and sword indicate hostile relations, two mugs indicate friendly relations, and the scales indicate neutral relations.

INVENTORY

All of the personal items you're carrying are listed here. Use the DIRECTIONAL PAD to move left/right to highlight items, which will display a brief description of the item below. If the item is a weapon you have currently equipped, you can press down on the DIRECTIONAL PAD to highlight the Release option and press the Ⓐ BUTTON to unequip it. If you are not currently using the weapon, you can highlight and select the Equip option in the same manner to make that item your active weapon.

Life on Land

Locations

There are eight major islands that feature dozens of locations. These locations include areas such as beaches, towns, wilderness areas, dungeons, and forts. These areas provide different types of game play that complement the main, random, and freeform game styles.

Islands

From the mini-map, you can view all of the accessible mooring locations and known location names for the islands in the game.

Towns

For each of the eight major islands, towns serve as the hub for all of the game's activity and quests. This is where you will talk with NPCs and obtain information on the game world, and most islands feature trade, crew for hire, quests and shipyards to repair/sell/buy ships. Towns are inhabited with non-player character (NPCs), whose attitude towards your character can change from friendship to hostility. You will be able to visit bustling taverns, stores, residences of governors, common houses, and other places where you can meet NPCs. There are also many jungle locations, caves, and secret landing beaches on the islands where you can encounter special quests and adventures.

Wilderness

Wilderness areas, such as beaches, jungles, and grassy areas, provide quick, action-oriented gameplay and regularly reward players with items, gold, and information about special items or characters. The wilderness areas rely on the random quest generator to place items or creatures that are relevant to your current level/rank.

Dungeons

Dungeon areas are areas such as abandoned mines, caves, and hidden alcoves, placed in large tracts of wilderness. Eagle-eyed players will be able to enter these dungeon environments to seek additional treasure and experience against randomly placed smugglers, pirates, and undead creatures.

Forts

Forts cannot be explored and do not serve as hubs for land quests, but you can embark on fort sieges and duel with the fort captain. Fort sieges are the most dramatic and challenging type of battles you are likely to find.

Sea

The open sea provides an abundance of locations for you to become involved in ship to ship combat, either as part of a convoy or as a solo combatant. Combat between ships or boarding actions between ships, are the only activities available at sea. The variations between ship, crews, skills, and captains allows for never-ending possibilities for sea-faring adventure.

Quick Bar Town Locations

You can "quick travel" to different town locations by pressing the Y button, selecting the location you wish to travel to, and then pressing the A button to travel. When you walk through a town, you can easily identify each of these locations by the signs over their doors. The Town Hall does not have a sign, but you won't be able to miss it; it's always the largest building in town. In addition, one of the guards by the town gates is usually kind enough to tell you where each of main buildings are situated.

Dialog interface

By approaching an NPC who is not in combat and pressing the Ⓐ BUTTON, you can initiate dialog. Scroll the dialog window up/down using the DIRECTIONAL PAD to read additional dialog and view your options for a response. By speaking with NPCs you will receive news, quests, and information about people or events. Important dialog is cataloged in your logbook for future reference. You can only exit dialog by selecting different dialog options.

The dialog interface also serves to launch the sub-menus for various trade folk. For example, when speaking with a shipbuilder you can opt to discuss repairs on your ship. You then will be presented with a shipyard interface that handles the functional work of repairing, selling, and purchasing ships.

SHIPYARD – REPAIR/PURCHASE/SELL

Within the shipyard interface you can make repairs to the hull and sails of your ship, or ships within your convoy. You can also sell your own ship or purchase a new ship.

The availability of select ship types is often dependent on the skill of the captain, but is also based on the capacity and size of the local shipyard. Not all shipyards can offer large ships.

SHIPYARD – CANNONS

You can change the cannons on your ship, or any of your companion ships, through Shipyard dialog as well. To change the cannons you'll need to choose the appropriate option in dialog. Then select the ship you want to change, highlight the new cannons, and press the

Ⓐ BUTTON. The kind of cannons you can purchase will be limited by the ship you are refitting, as each ship has a max cannon size that cannot be exceeded.

TAVERN - HIRING INTERFACE.

Hiring crew is an important function for every captain. Proper ship operation requires a regular resupply of men due to losses at sea. Within most taverns you can hire crew by talking with the bartender. From there you can assign the ship to which you want to allocate the crew, and check the current status of moral with the standing crew. The cost of crew varies based on the local government and the reputation of the captain doing the hiring.

STORE - TRADE/SELL/BUY

The store interface allows you to transfer trade goods to and from your ship and to purchase items from storekeepers or street vendors. A tally of the number of units available and the amount of gold sought is displayed for each item. The available free space in your ship's hold is also displayed, allowing you to also consider the weight and the amount of hold space occupied by trade goods.

There are many types of trade goods in *Pirates of the Caribbean*, not including the four types of cannon shells. Here is a partial list of goods, with their average price and weight:

Tradegood	*Average price*	*Weight*
Knippel*	20	5
Grape*	10	2
Bombs*	50	3
Cannonballs*	2	3
Chocolate	14	2
Sugar	6	2
Wine	12	2
Linen	8	3
Rum	6	1
Tobacco	10	4
Coffee	14	2
Mahogany	16	4
Wheat	4	2
Ebony	25	6
Planks**	4	4
Sailcloth**	3	3

** For this type of good, one unit means 20 shots.*

*** Planks and sailcloth are special types of goods. If you have planks in your ship's hold, you can repair the hull. If you are carrying sailcloth you can repair your rigging.*

Combat

With a sea full of pirates seeking shore leave, you can easily find yourself in a swordfight while on land. The combat system on land allows you to use a sword for basic attacks and blocks against opponents, and a one-shot pistol for ranged attack. Players can attack any NPC outside of buildings at any time (or can be attacked themselves).

During combat with an NPC your health meter, shown as a red bar above your portrait, provides key information about your health and when a successful strike is made on any character, including yours, the force of the attack/health of the opponent is displayed over the victim. The chance to strike is based on the attacker's melee skill and the amount of damage based on the attacker's level.

During melee combat you can also use single-shot pistols to quickly issue damage to an attacking opponent. Using the appropriate buttons for targeting and attack, the player will select the target to be shot and will take a shot. The chance to hit is determined by the player's melee combat skill. Pistols that hold two and four shots are available once the player has reached a higher rank. A blue bar above your portrait indicates the reload time for your pistol.

ITEMS

While playing the game the player will encounter various useful items, some offering benefits to skills or assistance during quests. These may be found on quests, given as rewards, or retrieved from an enemy's body after combat.

For instance, the perfect blade will increase your Melee Combat skill. A spyglass will provide useful information about enemy ships, a torch will be necessary in a dark cave, and using a pistol can help the player shoot challenging opponents in combat.

Life at Sea

Basic Ship Movement

Sailing in a local map area, the player is provided with a third-person view of their ship by default. This gives you the opportunity to see your crew members on the ship-deck. Crew are represented on deck with simple models of sailors that are displayed proportionally to your crew number. The crew will move on deck, simulating actions based on the ships current combat or non-combat status.

The player controls the ship by using the designated rudder controls to turn the ship left and right, and to raise and lower the sails. The view is fully rotatable around the ship and the player can also zoom in and out to get a closer or wider view of their ship.

In the alternate first person view, the controls for sailing remain unchanged, but the player is now able to view the action as if they are standing on the deck. The player can move freely on the ship using the designated controls.

Combat Controls

In third-person during combat situations the player can issue the fire command and, provided the cannons are loaded, the guns will fire on any enemy ships within range of the guns and for the selected shot type. The speed, accuracy of the shots is determined by the player's skills in Accuracy and Cannons.

In first-person the player acts as the gunner, and aims the volley using a targeting cursor. The targeting cursor provides key aiming

information for ships within range and uses color-coding and movement to indicate the best shot angle for an attack.

MINI-MAP

The Mini-map is a useful tool that shows the player's direction and speed, the location of any allied and enemy ships, forts, and islands, and the wind's direction and speed. The player's ship is displayed in the center of the Mini-map window, represented by a small silhouette.

The silhouette of the ship also shows zones of fire that indicate the firing range and radius. These zones will change in size, depending on the cannons and shells you are using. Within the display window you will see an arrow that indicates to wind direction. Wind direction is important in determining when and where the player should turn their ship. The ship and wind speed indicators show the speed in knots.

Encircling the Mini-map are four divided ring segments at the top, bottom, left and right. These are the cannon status indicators and display the firing status of the cannons. When the segments are fully green, they status is ready to fire. When the segments are red, the crew is reloading the guns. When the segments are show unlit, there are not enough crew, or there is not enough ammunition to finish reloading the cannons.

ACTION ICONS

At sea and near land there are a number of actions that can only be performed at special times. At sea there are a variety of actions that can be performed such as boarding or mooring, but may not always be active because the player may not be close enough to board, or there is no valid location for mooring.

Friendly Ship Icons

While sailing at sea, you will see an icon in the bottom left corner of the screen for your ship and any allied ships that are sailing with you. By default, your ship's icon always appears to the far left of the screen. All of the ship icons have three lines, which indicate the amount of damage taken by each ship. The white line represents the ship's rigging, the blue line indicates the number of crew, and the red line is for the hull's strength. The number that appears on the icon indicates the class of that ship.

You can use these icons to give orders to your own ship or your allies. To select the ship you want to give orders to, select the appropriate ship icon until the selected ship is highlighted.

Attack

The selected ship will attack the selected target to the best of its ability. It will use whatever different types of shells it has on board, depending on the range, in order to sink this ship. It will not try to board or attempt to decrease the enemy crew in preparation for boarding.

Guard

This will direct an allied ship to defend itself and not initiate combat.

Run Away

Will steer the selected ship away from combat and will sail that ship with the wind to the horizon until another order is issued. However, your ally will fire at enemies if they approach close enough.

Heave-to-Drift

Strike all sails and hold until given another order.

World Map

The world map is the only way to sail from one island to another. If enemy ships are close, the player cannot enter the world map, until they have left the enemy's gun range.

Moor
You must be close enough to the town to enter.

Board Another Ship
You must be close enough to the enemy ship to board.

Sail to a Specific Object
This is a special mode when you want to chase a selected ship or sail closer to a town. When you select the Sail To option, a row of enemy ships icons will appear. Once you press the Ⓐ BUTTON, you will then enter a time-compression mode where you cannot control your ship as it quickly moves to the selected object. Note that if you chase a particular ship that is faster than yours, you can lose sight of it when the time-compression ends. This means that your attempt to chase the enemy ship failed, and it succeeded in escaping.

World Map
In real life, sailing ships must spend months to reach their destination. In the game players will use a global map for sailing between the islands. Presented in an overhead perspective, players will set the course of their ship using the game controls. Weather, and friendly and enemy encounters are revealed as these items reach the player's local vicinity. These can be avoided, but in some instances the player may not be able to maneuver or escape a fast ship or quick moving storm and will be pulled into the main sailing environment.

Boarding
Sooner or later, you may decide you want to take an enemy's cargo or ship intact, in which case you'll need to successfully board the ship. To accomplish this you must first sail close to the enemy ship until the boarding icon appears in the top left corner. Press the Ⓑ BUTTON to initiate boarding. You may also find yourself being boarded by an enemy ship. If this takes place, you have no choice but to duel with the opposing captain.

Boarding looks like a fight on land, but takes place on the deck of the ship being boarded. In addition to your captain, you will see crewman from each ship, with their number and health representing the crew of the opposing ship.

If you defeat your opponent, you can go assist your crewman with their duels. As the other duels on deck are resolved, you'll see the victors running to help their fellow crewman. That may mean you get some extra help, or you have to take on multiple enemies at once. You may even find that on larger ships, you'll have to fight your way through several decks of the ship before you successfully capture it.

Once you are victorious, you are taken to the ransack screen.

Ransack

If the player has successfully boarded an opponent ship, the player can elect to take the opponent's ship, goods, and crew. The interface for ransack mimics the Ship and Store interface. The player can elect to transfer some or all of their current goods to the opponent ship, or transfer goods to the player's current ship. The player can also elect to take on the opponent's crew, or to assign a first officer to the opponent ship as a prize ship (a prize ship will join the player's convoy and respond to the player's direct commands). For more on convoys, see Controlling Your Convoy on page 28.

Fort Capture

When you have a large and powerful ship, or several ships under your command, you can try to capture a fort. Taking an enemy fort is a two-step process. First, you must defeat the guns of the fort with your artillery and then land, much like boarding a ship at sea. After landing, the fight in the fort will look quite similar to boarding,

except it takes place on land. If you are victorious, your reward is a significant amount of experience, a large cash reward, your ships will all be repaired, and several types of goods will be awarded to you to represent a two-week period during which you have plundered the nearby town (the goods are automatically placed in your cargo hold).

Controlling Your Convoy

You can have up to three ships sail with you at sea as part of your convoy. These may be ships you've captured and assigned to one of your passengers, or captains that have offered to sail their ship under your command for a fee. You can also have allied ships as part of your convoy. These ships are usually assigned as part of a quest and must be escorted somewhere, or are reinforcement for a difficult missions. Unlike a companion ship, you cannot change the captain on an allied ship, and you cannot use his hold or crew.

You can give orders to ships of your convoy using the command menu. You can give such orders as:

- Follow me/Cover me
- Attack (and choose the target)
- Defend yourself (ship will concentrate on her defense or will try to retreat)
- Heave to drift

ALLIES

Allies may join you and sail under your command. Most require payment for themselves and their crew each month, but some allies will join you for free. Also, allies may be assigned to your convoy by quests. Allies are met in towns - they are free captains who are ready to join you in your adventures. Allies sail with you wherever you go, and you can speak with allied captains in any town you enter. Through dialog, you can dismiss allies, or they can leave you if they are not interested in cooperation anymore. Allied captains hire their own crew. You can't hire officers or crew for them.

MUTINY

If your crew becomes unhappy because you haven't been paying them or your reputation is poor, you may find yourself with a mutiny on hand. If the crew mutinies, the game is over.

Tips

- Having a high Leadership skill will decrease the price of your crew's salary. It will also lower the price for hiring new crewmen in the taverns.

- Your chance of successful boarding with the Instant Boarding ability depends on your Boarding and Luck skills.

- Remember that you can Use an Item while you're holding the block button. This allows you to use potions to recover health in critical situations.

- If you get poisoned - use an Antidote or a Mixture to heal yourself.

- Powerful new weapons will be available from the vendors when you reach the higher ranks.

- Buy goods from where they are exported and sell them where they are imported. This will bring you a tidy profit even if you don't have a high Commerce skill.

- Be careful in the dungeons! You can find valuable booty there, but you can also find your doom!

- The Caribbean is a vast place with many treasures waiting to be found and mysteries to be solved. Explore it all and you will be rewarded for your curiosity.

- Talk to people everywhere. You will often learn information of great value.

- When you sink a ship, some of the cargo remains afloat where it sank. You can collect this booty by sailing over it with your ship.

- If you want to slow down your enemy ship, use knippels to destroy its rigging and sails.

- Boarding an enemy ship is a great battle strategy. If you are successful, you get both the cargo and the ship, to do with as you please.

- Remember that you can Use an Item while you're holding the block button. This allows you to use potions to recover health in critical situations.

Credits

AKELLA

Executive Producer
Dmitry Arkhipov

Project Leader
Dmitry Demianovsky

ART

Lead Artist
Anry

Supervisor
Yury Rohach

Animation
Sergey Kapitsin

Modeling
Alexey Malnov
Elena Sablina
Kesha
Anton Ioilev
Pavel Ledin
Igor Kudryavtsev
Natalya Kozlova

PROGRAMMING

Lead Programmer
Dmitry Demianovsky

Programmers
Maxim Spirenkov
Ivan Shcheblykin
Nikita Kurnosov
Pavel Ostapenko
Vladimir Korotkov

GAME STORY AND SUBJECT SCRIPTS

Lead Writer
Renat Nezametdinov

Writers
Artem Romanko
Andrey Osipov
Fedor Soprunov

SOUND AND MUSIC

Music created by
Yury Poteenko

Sound Engineers
Yury Lenin
Gennady Gerasimenko

Julia Korpacheva, *soprano, International contests laureate*

Leonid Lebedev, *flute, Honoured artist of Russia, Soloist of the State academical philarmonic orchestra*

Michael Urman, *bassoon, Soloist of the State academical philarmonic orchestra*

Sergey Tichonov, *oboe, Soloist of the Grand philarmonic orchestra*

Leonid Voznesensky, *French horn, Honoured artist of Russia, Soloist of the State academical philarmonic orchestra*

BETHESDA SOFTWORKS

Executive Producer
Todd Vaughn

Producer
Joel Breton

Associate Producer
Ashley Cheng

Additional Programming Support
Guy Carver
Mat Krohn

Additional Writing and Design
Ashley Cheng
Emil Pagliarulo
Ken Rolston
Dan Bennett
Mark Nelson
Brian Chapin

Marketing and Promotion
Pete Hines
Diana Calihanna
Michael Wagner

Quality Assurance
Michael Fridley
Michael Mazzuca
Alan Nanes
Jennifer Noland
Nathan McDyer

Original Music
Chip Ellinghaus
Grant Slawson

Recording Services Performed by
Absolute Pitch Studios
Rockville, Maryland

Credits (continued...)

Bethesda Softworks
CONTINUED...

Casting
Central Casting USA

Voiceovers
Narration by
Keira Knightley

Townspeople
Catherine Flye
Peter Gil
Ralph Cosham
Nat Benchley

Special Thanks
Robert Altman
Jamie Leder
Jill Bralove
J. Griffin Lesher
Todd Howard
Denise Kidd
Cindy Tallent
Chris Takami
Kelly Tofte
Zoe Vaughn
Teresa Vaughn
Steven Green
Istvan Pely
Jennifer Kobayashi-Westerlund

Disney Interactive

Sr. Producer
Chris Takami

Producer
Keith Hargrove

Assistant Producer
Jaime Serrano

Rights Administration Manager
Tamira Webster

Marketing Manager
Nichol Bradford

Director, PR
Angela Emery

Promotions & Synergy Manager
Deborah Lawson

Marketing Director
Bob Picunko

Disney Interactive Quality Assurance
David Arnspiger
Eitan Levine
Stephen Lewis
Esperanza Montano
Luigi Pardo
Robert Torres

Special Thanks
Sanjeev Lamba
Chris Drews
Steve Gilbert
Dan Winters
Graham Hopper
Jerry Bruckheimer
KristieAnne Reed
Pat Sandston
Nancy Cho
Ryan Fons
Tom Kier
Susan Lambert
Sasha Lord
Georgia O'Conner
Lance Porter
Jack Pan
Jeff Powers
Dave Wong

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